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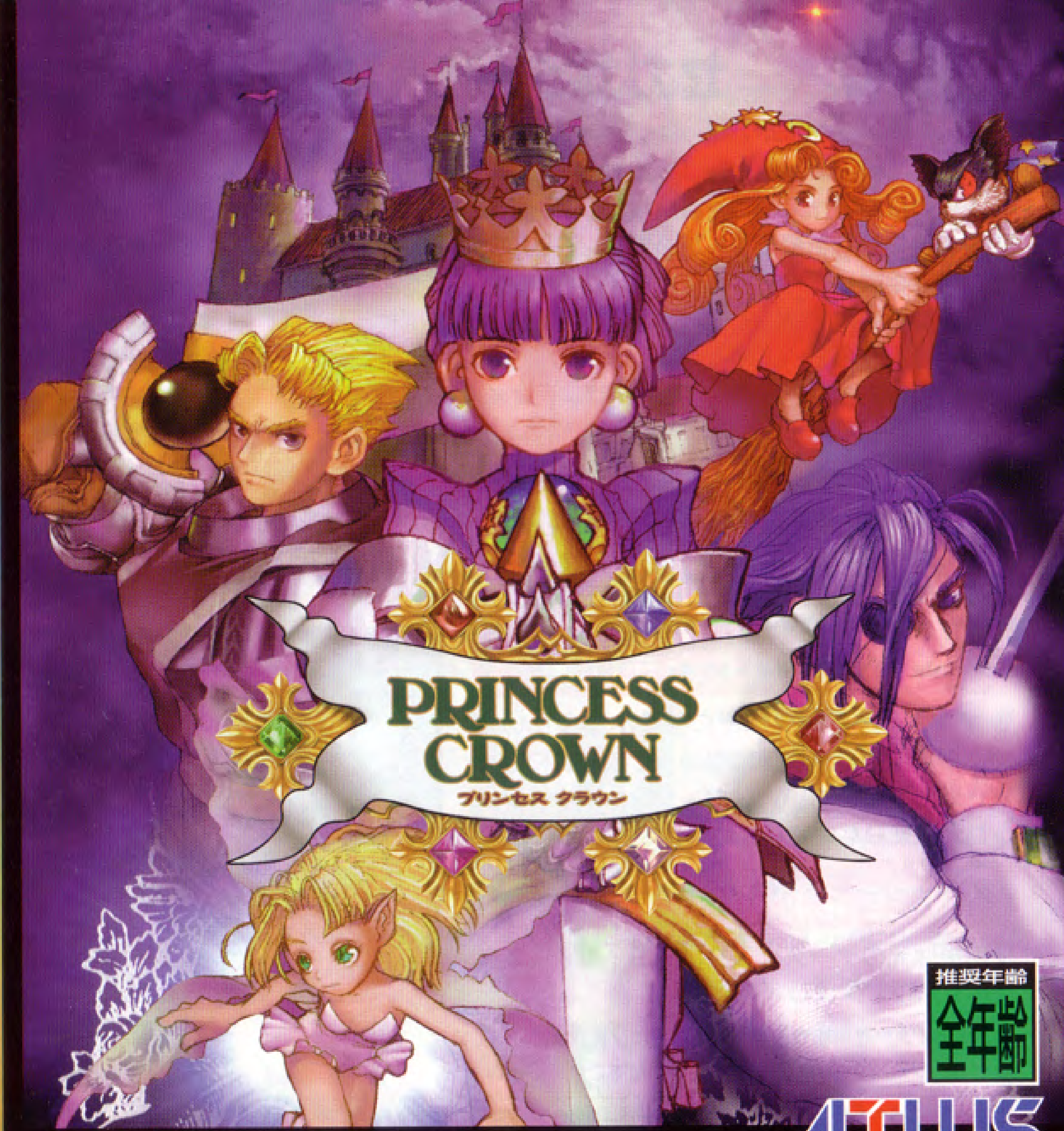
COMPACT disc

取扱説明書

SEGA SATURN™


PRINCESS CROWN
プリンセス クラウン
推奨年齢
全年齢

取扱説明書は使用前に必ずお読みになり、いつでも見られるよう大切に保管してください。

ATLUS

English manual translation
V0.9
by eadmaster
Based on the Princess Crown Translation GPL Edition project

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Ⓔ Extra tip not present in the original manual

Thank you for purchasing this Sega Saturn exclusive software "Princess Crown" by Atlus. Before using the game, please read this Instruction Manual carefully. Keep this Instruction Manual in a safe place as it will not be reissued.

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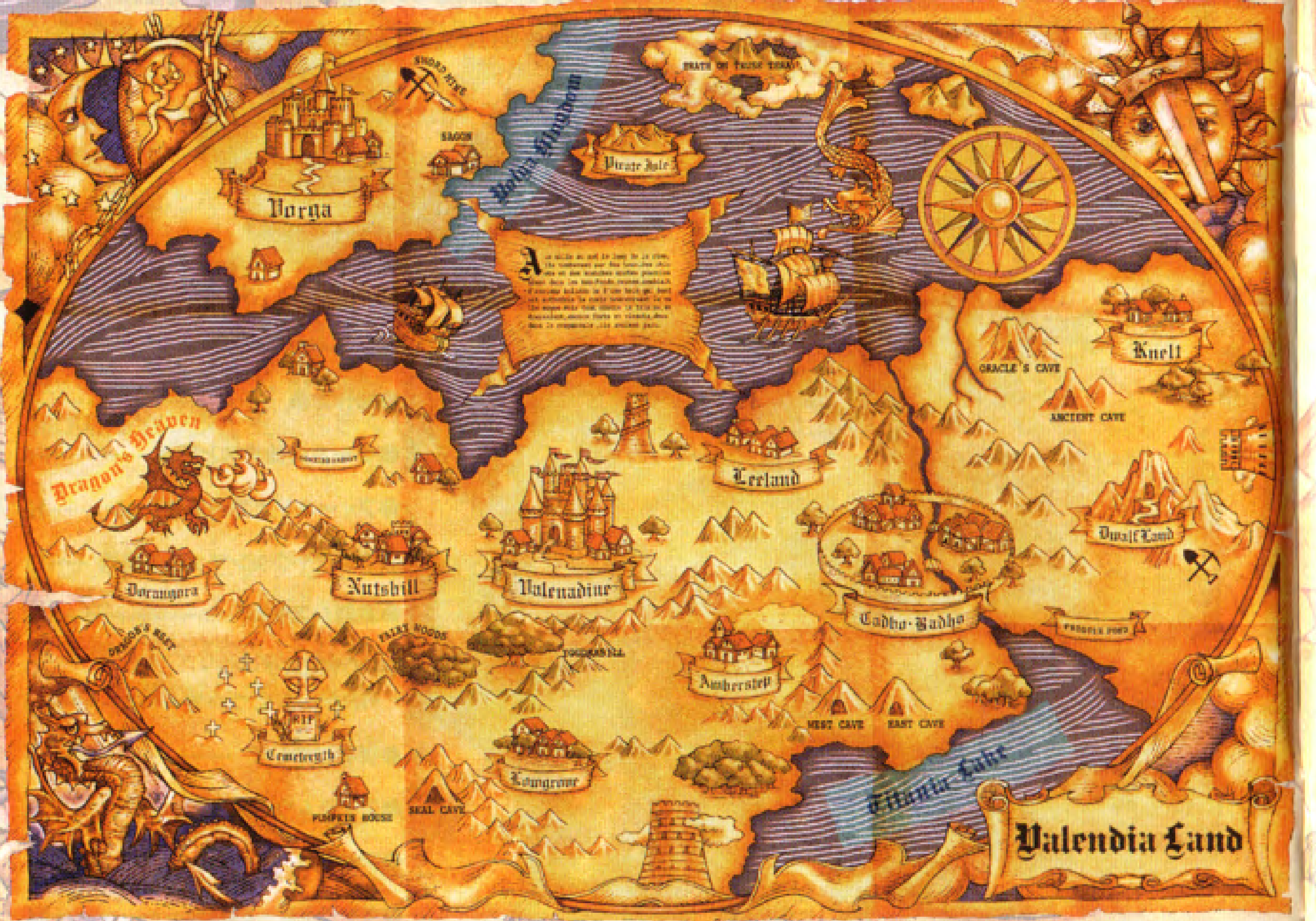
Character illustration and design:
George Kamitani

# Story

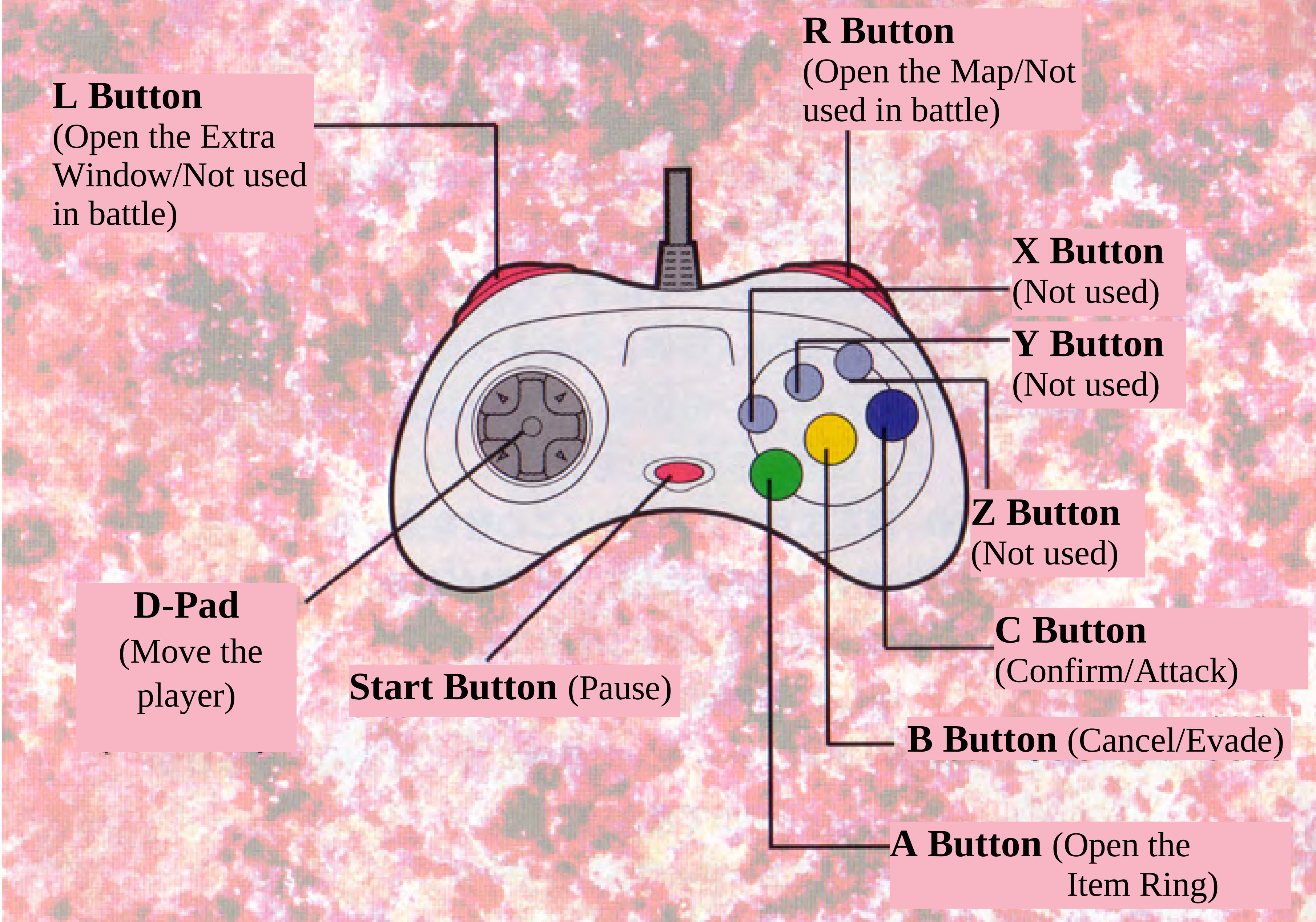

Sword Mine
Sagon
Vorga
Pirate Isle
Dragon's Heaven
Dorangora
Nutsbill
Valenadine
Fairy Woods
Cemeteryth
Pumpkin House
Seal Cave
Longrove
Leeland
Knelt
Oracle's Cave
Ancient Cave
Dwalf Land
Cadbo-Badbo
Amherstep
West Cave
East Cave
Titania Lake
Valendia Land

In ancient legends, the Demon King Volgrod
was said to be bound in chains somewhere in this world,
sealed away to prevent his immense power from bringing destruction.
The Demons, servants of the Demon King, have long waged war to
break the seal of these chains, while humans have fought just as fiercely
to thwart their ambitions.

25 years ago, a great war broke out.
A gate linking the human world and the Demon Realm was opened,
allowing countless Demons to invade.
However, Queen Elfaran of the neighboring kingdom stood bravely
against them, leading a fierce resistance. Her valiant efforts pushed
back the Demon King's army and restored peace to the world.

As time passed, Queen Elfaran eventually passed away.
However, her bloodline continued through her three daughters:
The eldest, Eriel,
The second, Sidrael,
And the youngest, Gradriel.
The time had come for Gradriel to inherit her mother’s golden crown
and take her place as the new Queen.
On the day of her 13th birthday, the ceremony for her ascension was set
to take place. However, at the same time, monsters began appearing
across the land, threatening the peace that had been so hard-won…

# Controls


**L Button**
(Open the Extra Window/Not used in battle)
**R Button**
(Open the Map/Not used in battle)
**X Button**
(Not used)
**Y Button**
(Not used)
**Z Button**
(Not used)
**C Button**
(Confirm/Attack)
**B Button** (Cancel/Evade)
**A Button** (Open the Item Ring)
**D-Pad**
(Move the player)
**Start Button** (Pause)

## Exploration Controls

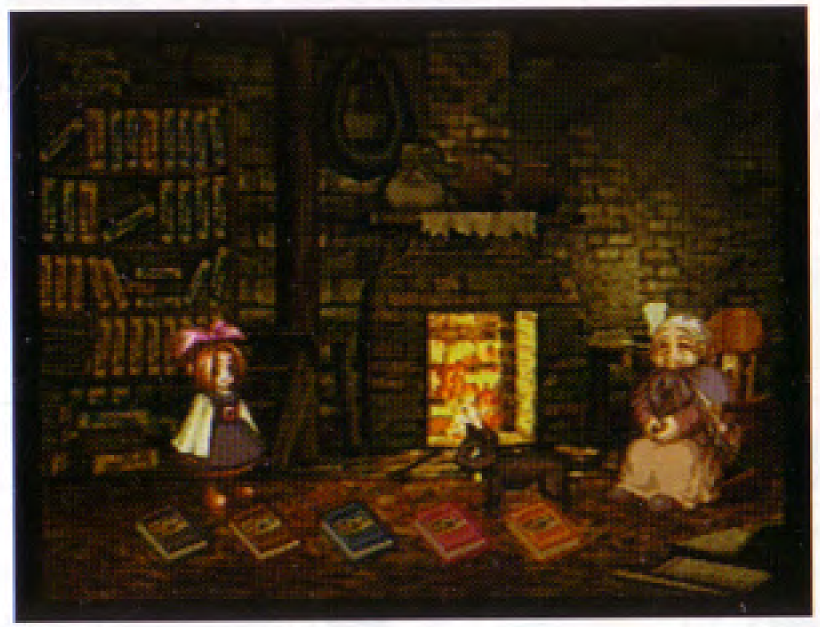
| | |
|---|---|
| **D-Pad** | • Use the directional buttons ← → to walk left and right. Double tap ←← or →→ to run.<br>• Use the directional button ↓ to crouch. Crouching allows you to pick up items.<br>• Use the directional button ↑ to enter the doors and take new routes.<br>• When the Item Ring is open, use the directional buttons ← → to rotate the ring.<br>• Navigate the Extra Window. |
| **A** | • Open the Item Ring. |
| **B** | • Exit the current window. |
| **C** | • Talk to people.<br>• Use an item. Press ↓ + C button to discard the selected item. |
| **L** | • Open the Extra Window (Inventory) |
| **R** | • Open the Navigation Map |

## Combat Controls

| | |
|---|---|
| **D-Pad** | • Use the directional buttons ← → to walk left and right. Double tap ←← or →→ to run.<br>• Use the directional button ↓ to crouch. Crouching allows you to pick up items.<br>• Use the directional button ↑ to jump.<br>• Press the directional button backwards to defend against enemy attacks.<br>• When the Evade Window is open, use the directional buttons ← → to select the evasion direction. |
| **A** | • Open the Item Ring. |
| **B** | • Holding this when an enemy attacks will open the Evade Window. |
| **C** | • Tap for a regular attack. Hold to perform a special attack.<br>• Press the directional button ↓ + C to perform a Dash-strike.<br>• When the Item Ring is open, the selected item will be used.<br>• When the Evade Window is open, confirm the selection. |

## Game Save System

Choose your adventure

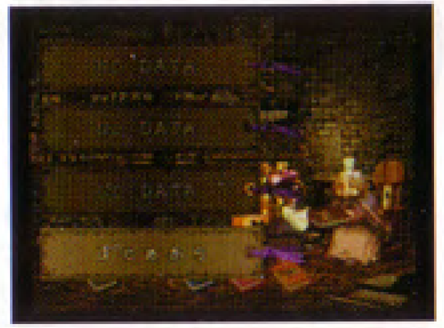


### Start from the beginning

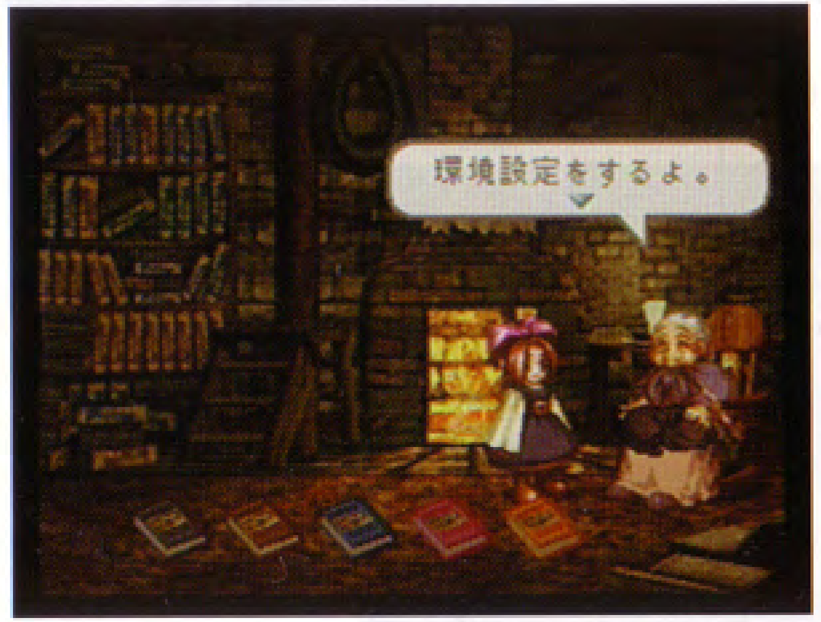
On the title screen, press the Start button, move the girl and select a book. (Pick up the book with the directional button 🡻, and hand it over with the C button.)
Give the book to Grandma and select "BEGIN."
The old lady will then read out the story of the book.
Press the C button to confirm or the B button to cancel.

### Continue from where you left off

To continue playing from where you left off, bring Grandma the book you want her to read and select a "bookmark" (savegame).



## OPTIONS



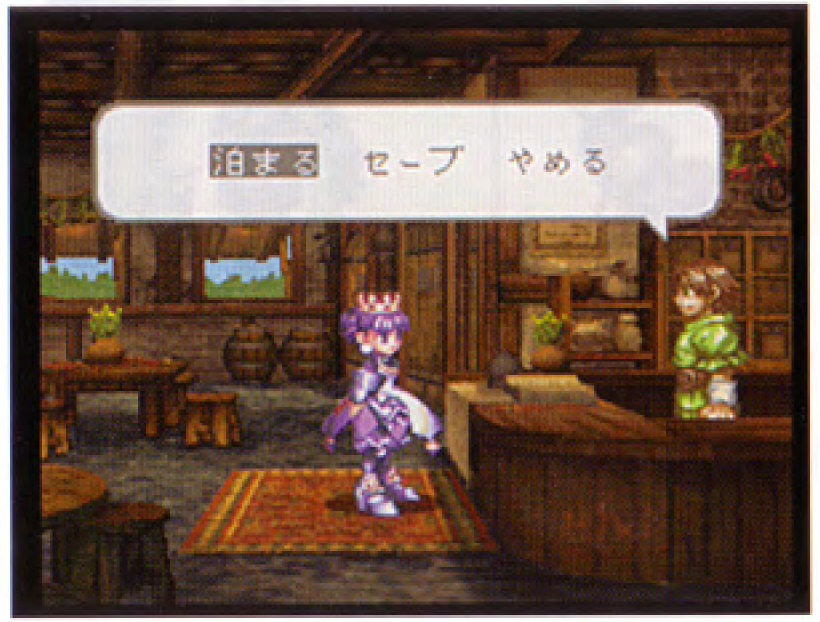
### Pick up the cat

Catch the cat and give it to Grandma to set up the options:
- Switch between Stereo and Mono
- Set message speed (Normal, Fast, Slow)

**B Button ……….. Cancel**

**C Button ……….. Confirm**

## SAVE

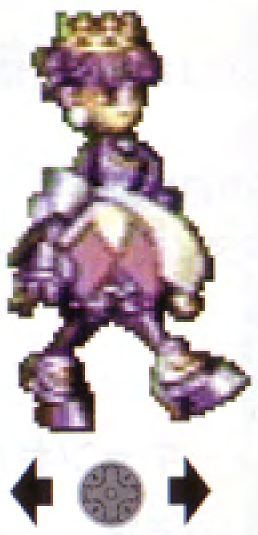


### Save your adventure

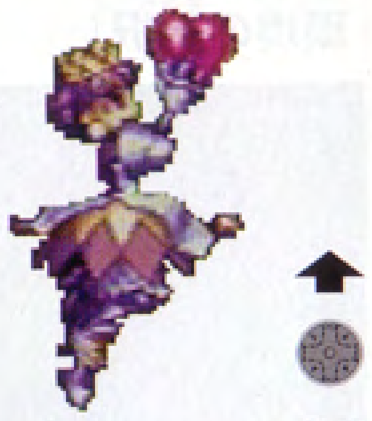
You can save your adventure by talking to the innkeeper. When you want to interrupt your adventure, make sure to save before turning off the power.

# Exploration Controls

**Walk**

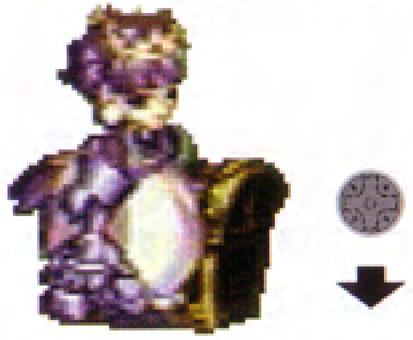


**Pick up fruits**



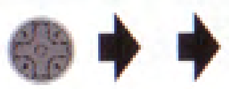
In forest areas, you can pick up fruits by going down a tree and pressing the ↑ **Button.**

**Pick up items**



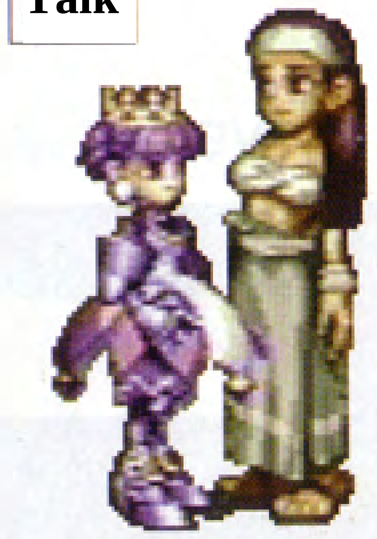
If there is an item lying around at your feet, you can pick it up by pressing the ↓ **Button.**

**Run**



Double tap the directional button ←← or →→.

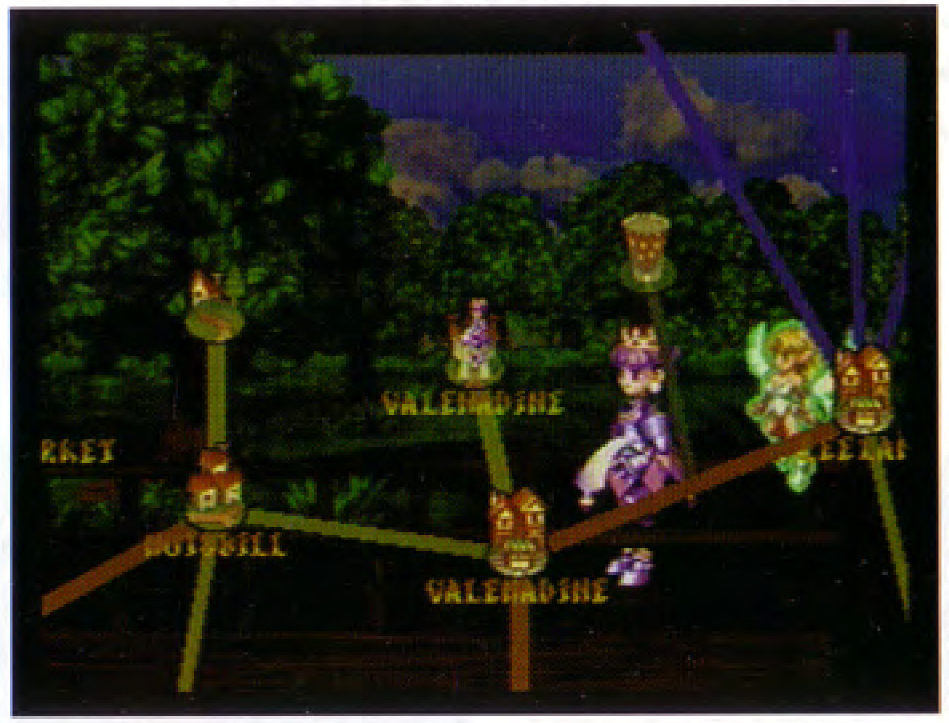
**Talk**

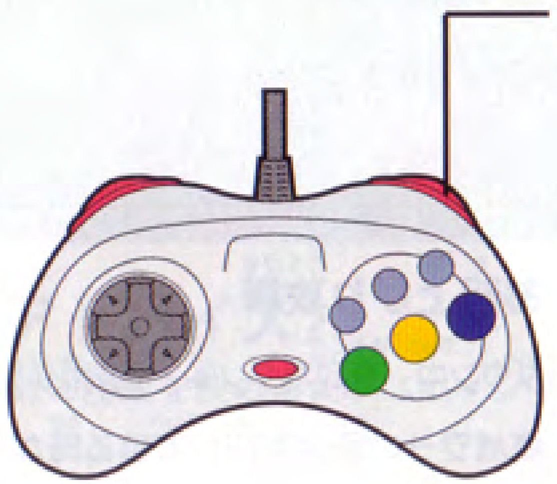


Press the **C Button** next to the person you want to talk with to start a conversation.

# Navigation Map

When the player is not in battle, press the R button to display the map.





**R Button** (Open the Map)

Ⓔ While the map is open, hold R and use the d-pad to scroll.

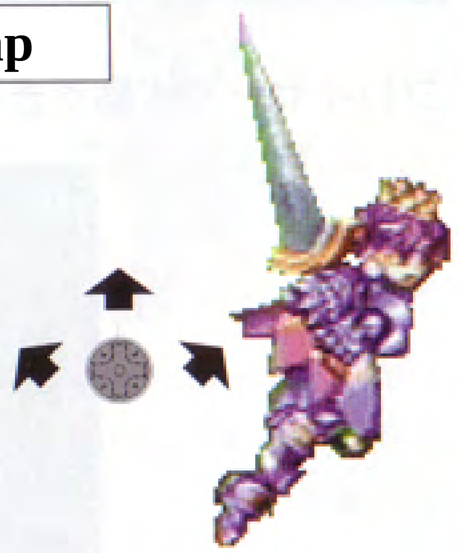
There are several branching paths in each area, allowing you to choose your next destination. When you want to enter a house in a town or village, press the directional button ↑ in front of the door.

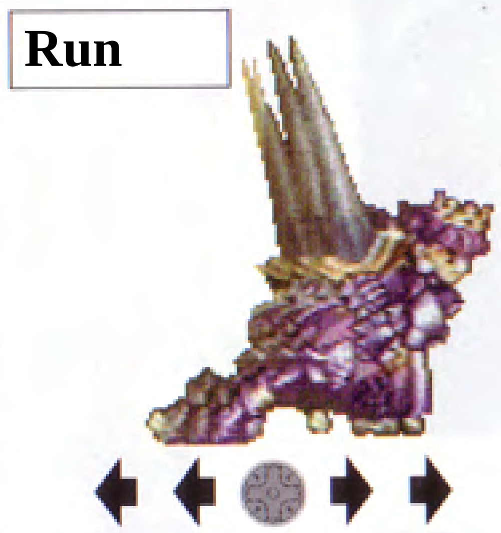
Ⓔ Some paths are unlocked only after talking to a specific NPC.

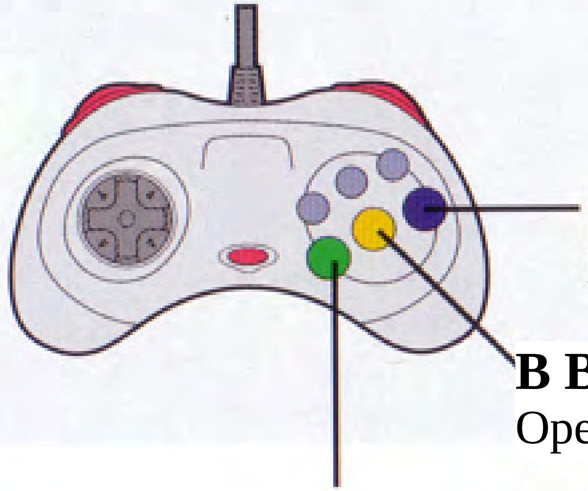
# Combat Controls

### Movement during battle

You can walk left and right by pressing the directional buttons ←→.
Also, tapping the directional buttons twice ←← or →→ will make the player run in that direction.
Pressing the directional buttons ↖↑↗ will make the player jump.







**C Button**
Attack

**B Button**
Open the Evade Window

**A Button**
Open the Item Ring

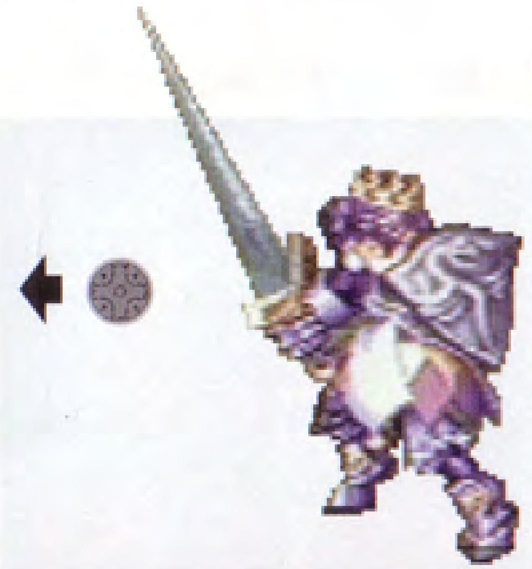
### Attack

C button ⇨ regular weapon attack
C button while crouching ⇨ Dash-strike
C button while jumping ⇨ Jump attack
Press C button repeatedly to make combo attacks.
Hold the C button to to perform a special attack.
When the Power gauge is at "0", combo attacks and special moves cannot be performed.
Be careful, combo attacks and special moves consume a lot of Power.

### TIP

**Rising attack**
When knocked down, press ↑ + C.
Effective when waiting for power recovery.

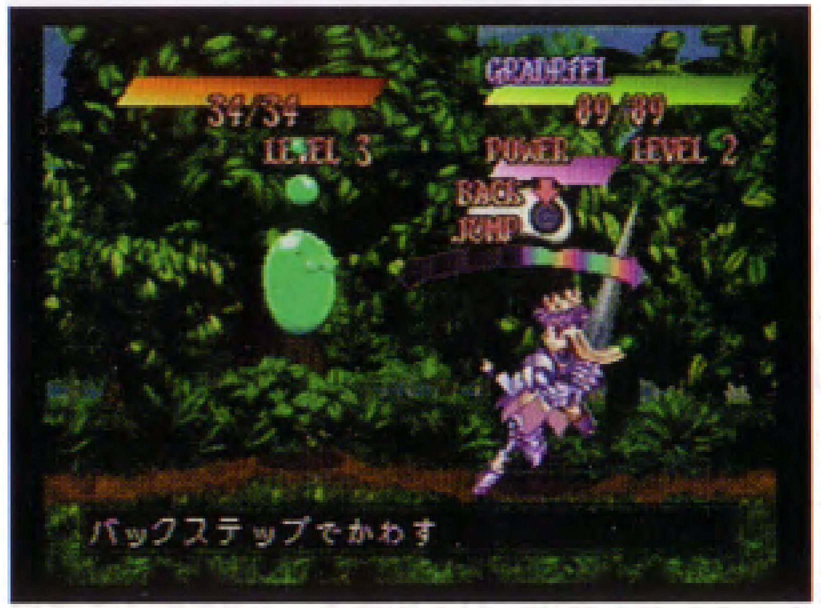
### Guard



Press the opposite direction of your enemy attack. The POWER gauge will continue to decrease while guarding.

### Out of Power

If you run out of Power due to special moves or attacks, you won't be able to move until you recover, but you can still use items.



### Evade

If you hold down the B button during battle, you can evade your opponent's attacks.
When the “Evade Mode” window is open, you can choose to dodge with a Side-Step (forward dodge) or a Back-Step (rear dodge).
However, be careful as the POWER will start to decrease from the moment you start holding the button.

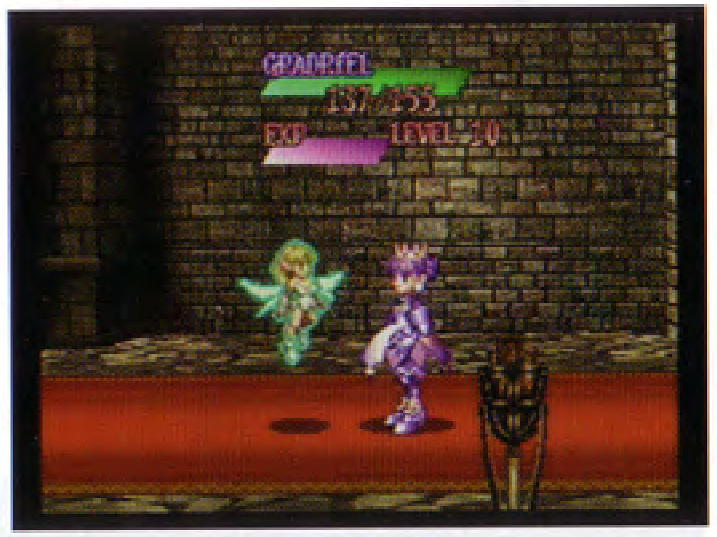
### 〈 Items 〉

Items are an important factor in determining the outcome of a battle. Whether or not you can use items effectively can greatly affect the flow of the battle.
Items can be purchased at the shops in town, or obtained by stunning your opponent during battles.

# POWER and HP gauges

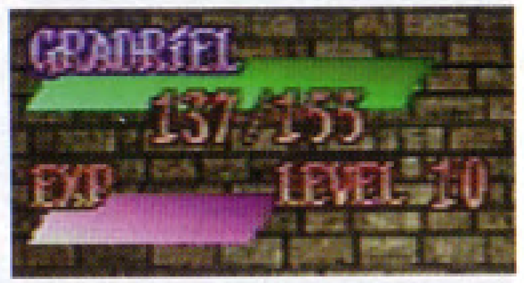
## Power Gauge

In addition to the HP gauge, the player also has a Power gauge. Power recovers over time and is consumed by performing actions such as attacking, evading, and guarding.
After a special move or a rising attack, you will be exhausted. Note that you cannot move until your gauge has recovered to a certain extent. If you use an Infinite Power item, you will be able to move immediately.



## Experience Gauge

When not in battle, the Power gauge will change to an Experience gauge (EXP).
When the Experience gauge is full, you will level up.
As your level increases, your maximum HP and attack power increase.
You can also check your current experience in the Familiar Window.



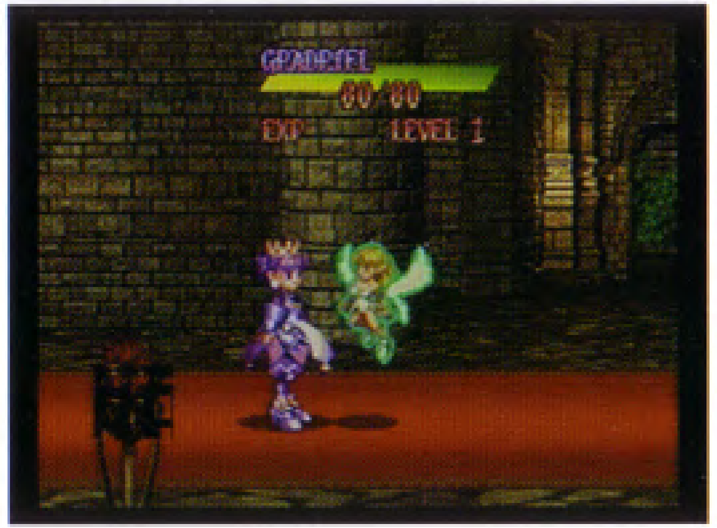
## HP Gauge

The player’s health is called HP, which is displayed as an HP gauge.
This HP gauge decreases when hit by an enemy. The upper limit of HP increases as you level up. Also, if you eat food cooked in a frying pan when your health is at MAX, the upper limit will increase.
If your HP reaches 0, the game will be over, so it is important to always use recovery items to restore your HP.

# Familiars

Familiars who fly around the player's side all the time will help in various ways.
By collecting Drops, the familiar will be able to perform new helpful actions.
Drops are found in various places in the world. If you help someone in need, you may receive a “Candy Drop” as a thank you.

ⓘ Drops can only be used by familiars.



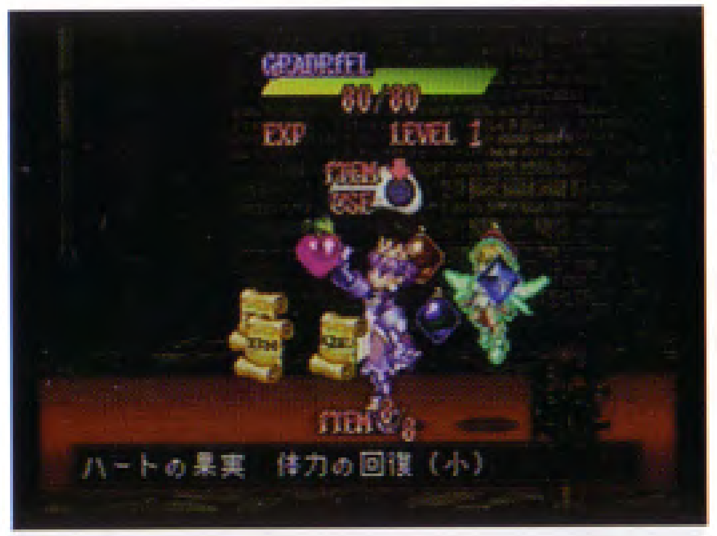
Some of the Drops you can find are:

**notice drop** (ノーティスドロップ)
The familiar reveals all enemy types that may appear in each area.

**battle drop** (バトルドロップ)
During battle, the familiar will ram into the enemy and deal damage.

**cure drop** (キュアドロップ)
During battle, the familiar will drop random recovery items when your HP is low.

## Item Window

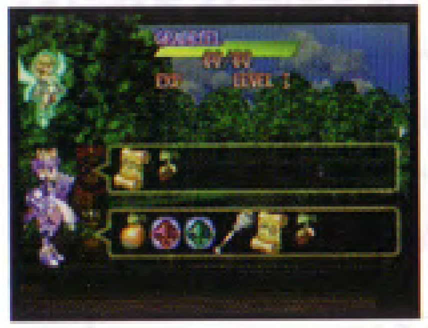


### How to use items

When exploring or in battle, press the A button to open the Item Ring, and use the directional buttons ← → to rotate the ring.
After selecting the item you want to use, press the C button to confirm.
The item will then be used.

ⓘ Some items cannot be used outside battles.

## Extra Window



### How to use the Extra Window

The Extra Window displays the bags (Spare Bags) in which you can stock items necessary for your adventure. As you progress through the adventure, the number of bags will gradually increase. When not in battle, you can open the Extra Window by pressing the L button. Then you can switch to the Familiar Window by pressing the R button.

### Swapping items

Select the item you want to swap with the directional buttons, then select another item and confirm with C.

### Familiar Window

Press the R button to check the familiar's Drop items and their effects.

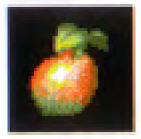
### Moving items

Select the item you want to move, then choose the destination bag and confirm with C.
ⓘ You cannot move items during battle.

## Items

### Food

Heart Fruit
(HP recovery)


Elixir Fruit
(HP recovery)

Yggdrasil Fruit
(HP+Pow recovery)

Magic Mushroom
(Power recovery)

Fruit Cake
(HP recovery)

Hamburger
(HP recovery)

Fresh Milk
(Power recovery)

Raw Dodo Egg

Raw Dragon Meat
Raw Meat

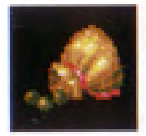
Raw Fish

Raw Corn

Ⓔ Raw food must be cooked before it can be eaten.

### Spices

Soup Spice


Grilling Spice

### Cooking tools

Soup Pot

Frying Pan

### Seeds

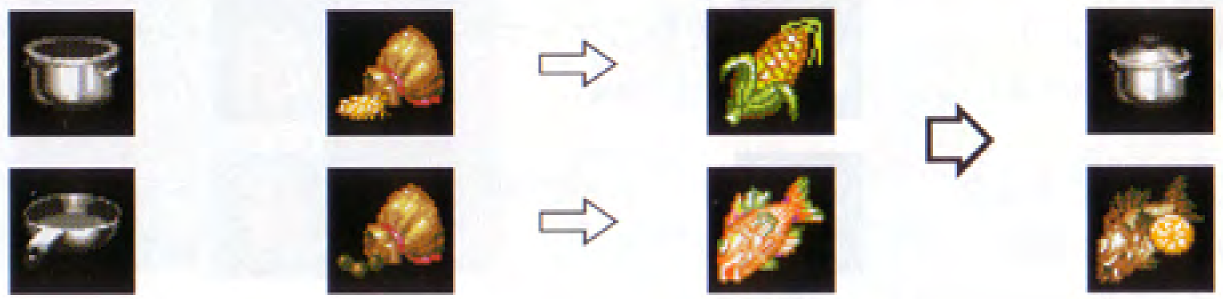
Use these items in battle to grow fruits on the spot. If crushed by a knocked-out player or enemy, they will wither.

- Elixir Seed
  (Grow Elixir Fruits)
- Medicine Grass Seed
  (Grow Healing Flowers)
- Power Plant Seed
  (Grow Power Flowers)
- Bomb Seed
  (Grow Bombs)

## Cooking

During the adventure, you will obtain cooking tools, raw food ingredients and spices. Once you have all of these items, you will be able to cook by yourself:

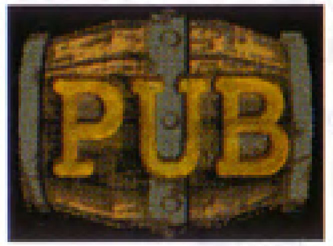
1. Choose cooking tool + Spice
2. Raw Ingredient
3. Dish is ready



Cooking tools can break after a few uses, and in that case you will have to get a new one.

Ⓔ You cannot cook while in battle.

## Cook without tools or spices



**Tavern**

Look for the sign on the left.
At taverns, they will cook using the food ingredients brought in by customers (“Cook This!”).
You can also buy the Local Delicacy there.

Ⓔ Soup makes the Power gauge infinite for a while, but it’s not sold in taverns, you have to cook it yourself.

### Grilled Food

Grilled Corn

Toast To Go

Grilled Fish

- Grilled Meat
- Dragon Steak

(HP recovery only)

### Soups

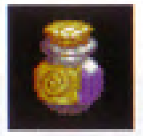
- Corn Soup
- Egg Soup
- Fish Soup
- Meatball Soup
- Dragon Soup

(HP+Power Recovery)

### Potions

ⓘ Avoid consuming more than one at the same time.

Invincibility Potion (Temp. invincibility)



Courage Potion (No knockbacks)

Stomach Potion (Eat/drink faster)

Attack Potion (Attack Power Up)

Defense Potion (Defense Power Up)

Goblin Juice (Health halved for Power boost)

## Potion Shop

The Potion Shop found in villages will prepare potions by mixing the ingredients in your bag.
The price is the same for all potions.

## Equipment

When equipped, these items can be damaged by enemy attacks. Additionally, equipment dropped by enemies may carry curses.

**ⓘ Equipment Endurance**

●When knocked down, the equipped item may be dropped.
If its current Endurance level is above 0, it will simply fall to the ground.
If its Endurance is 0, it will break.

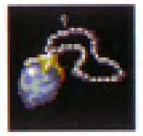
Warrior Glove
(Attack 10% UP)

Ogre Glove
(Attack 20% UP)

Silver Gauntlet
(Attack 30% UP)

Golden Gauntlet
(Make more Critical hits)

Luck Pendant
(Defense 20% UP)


Magic Pendant
(Defense 50% UP)

Elf Boots
(Make more Critical hits)

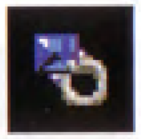
Blink Boost
(Speed UP)

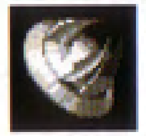
Angel Boots
(Jump higher)

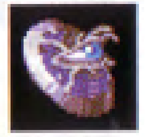
Alchemist Ring
(Turn enemy into a gold statue)

Flight Ring
(Enable Double-jump)

Heat Ring
(Ice Defense 50% UP)


Cold Ring
(Fire Defense 50% UP)


Spiked Shield
(Blocking damages enemy)


Frozen-Eye Shield
(Blocking freezes enemy)

Fire Dragon Shield
(Blocking burns enemy)

Thief Bracelet
(Pick up items without crouching)

Warrior Bracelet
(Guard automatically)

Ⓔ You cannot equip more than one at the same time.

## Magic Stones

Gorgon Magic Stone (Unleash a petrifying beam)

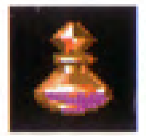
Vulcan Magic Stone
(Shoot a fireball)

Thor Magic Stone
(Call down lightning)

Tundra Magic Stone (Shoot ice arrows)

Star Magic Stone
(Rain down meteors)

Holy Magic Stone
(Restore HP & damage undead enemies)


Drop of Mana
(Recharge Magic Stones)

Ⓔ A Drop of Mana can also turn a Gem into a Magic Stone.

## Rods

ⓘ If used twice in battle, they may break.

Witch Rod
(Turn weak enemies into animals)

Wizard Rod
(Create and throw 3 daggers)

Curse Rod
(Make enemy unable to guard and evade)

Wind Rod
(Strong winds push the enemy away)

Goblin Rod
(Summon a Goblin to knock the enemy down)

## Throwing Weapons

Warrior Dagger
(Normal damage)

Magic Dagger
(Knock the enemy down, making them drop items)

Throwing Axe
(Throw at flying enemies, arcing path)

Bomb
(Explode where thrown, arcing path)

Holy Water
(Damage undead enemies)

Ⓔ Daggers and axes can be used multiple times.

## Gems

Diamond

They sell for a high price. If you go to a certain place, you can have them turned into Magic Stones.

## Potion Ingredients

Insect Powder

Jagged-Leaf Grass

Round-Leaf Grass

Sharp-Leaf Grass

## Scrolls

Rubber Scroll
(Equipment won’t break for one battle)

Earthquake Scroll
(Drop a boulder on enemy)

Fire Scroll
(Sword gains fire magic)

Thunder Scroll
(Sword gains lightning magic)

Gold Scroll
(Turn enemy into a gold statue)

Mirror Scroll
(Clone attack on enemy)

Exit Scroll
(Escape from a dungeon)

Return Scroll
(Reload from last save, but keep gained Exp and items)

Endurance Scroll
(+1 Endurance level for an equipment item)

Eye Scroll
(Check items for curse)

Dispel Scroll
(Remove curse from item)

Restore Scroll
(Restore a consumable item)

Reflect Scroll
(Anti-petrification)

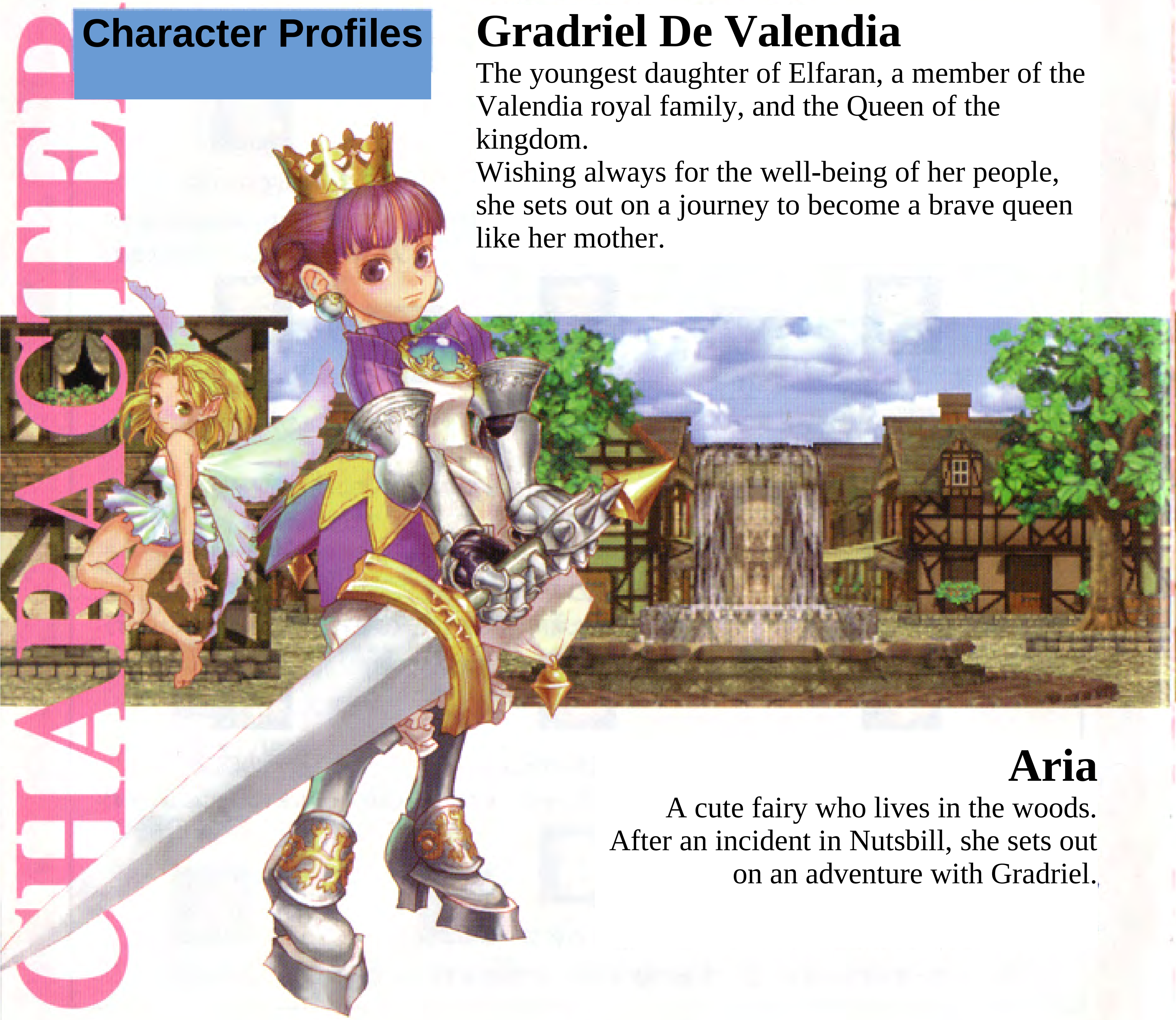
Holy Crest
(Damage undead enemies)

Ⓔ Some scrolls can only be used in battle, and have a time-limited effect.

# Character Profiles

## Gradriel De Valendia

The youngest daughter of Elfaran, a member of the Valendia royal family, and the Queen of the kingdom.
Wishing always for the well-being of her people, she sets out on a journey to become a brave queen like her mother.

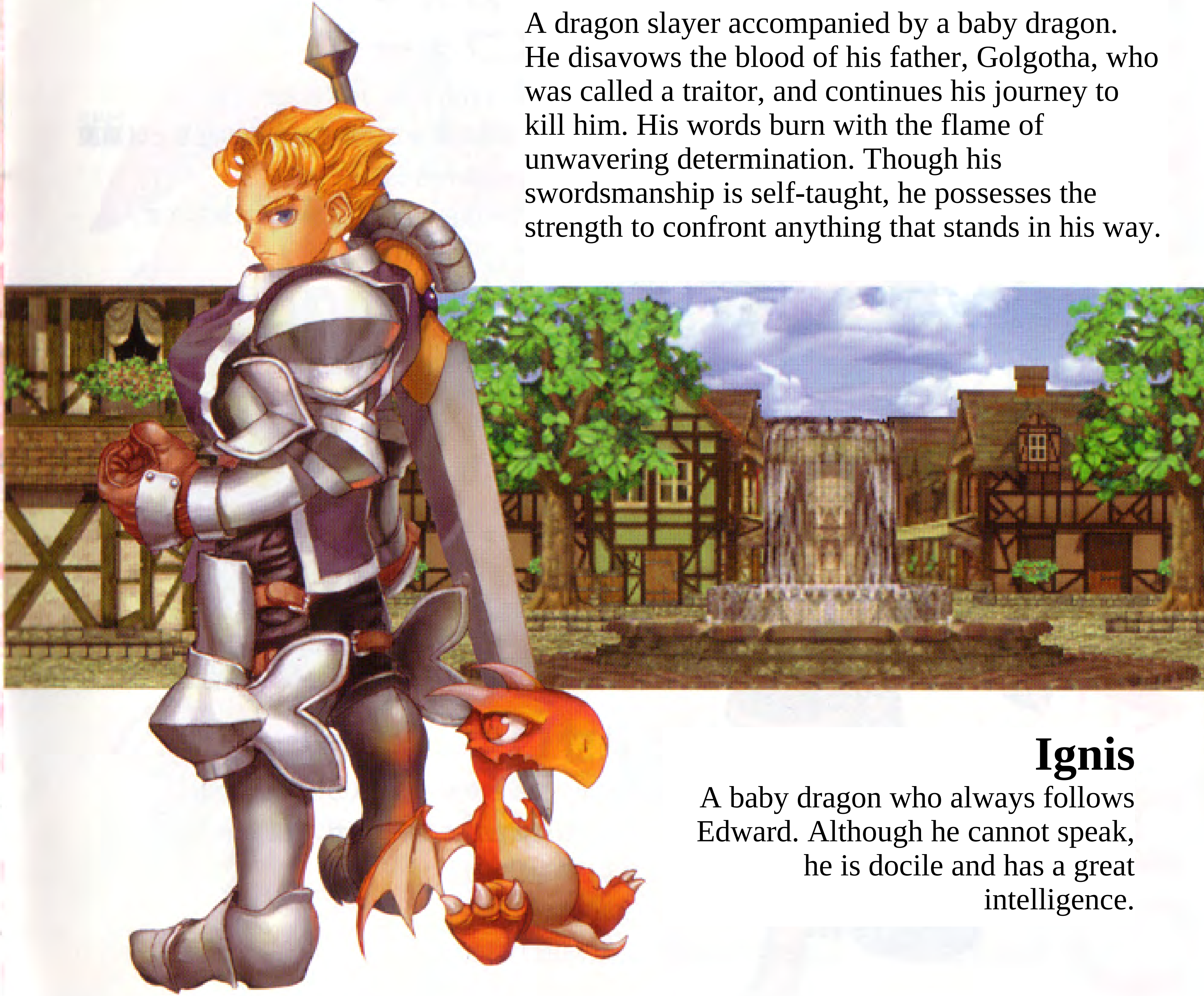


## Aria

A cute fairy who lives in the woods.
After an incident in Nutsbill, she sets out on an adventure with Gradriel.

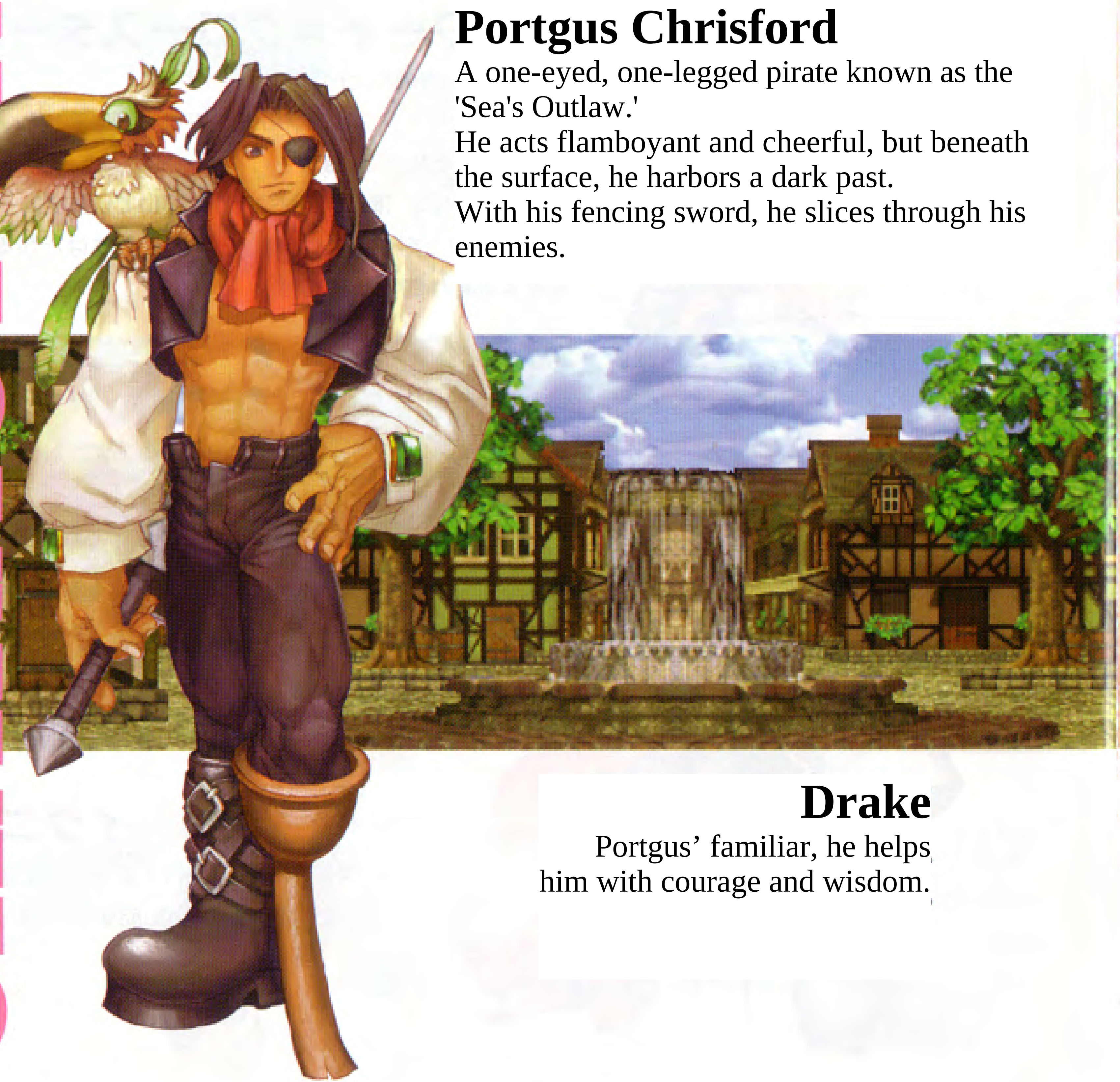
## Edward Glowstar

A dragon slayer accompanied by a baby dragon.
He disavows the blood of his father, Golgotha, who was called a traitor, and continues his journey to kill him. His words burn with the flame of unwavering determination. Though his swordsmanship is self-taught, he possesses the strength to confront anything that stands in his way.



## Ignis

A baby dragon who always follows Edward. Although he cannot speak, he is docile and has a great intelligence.

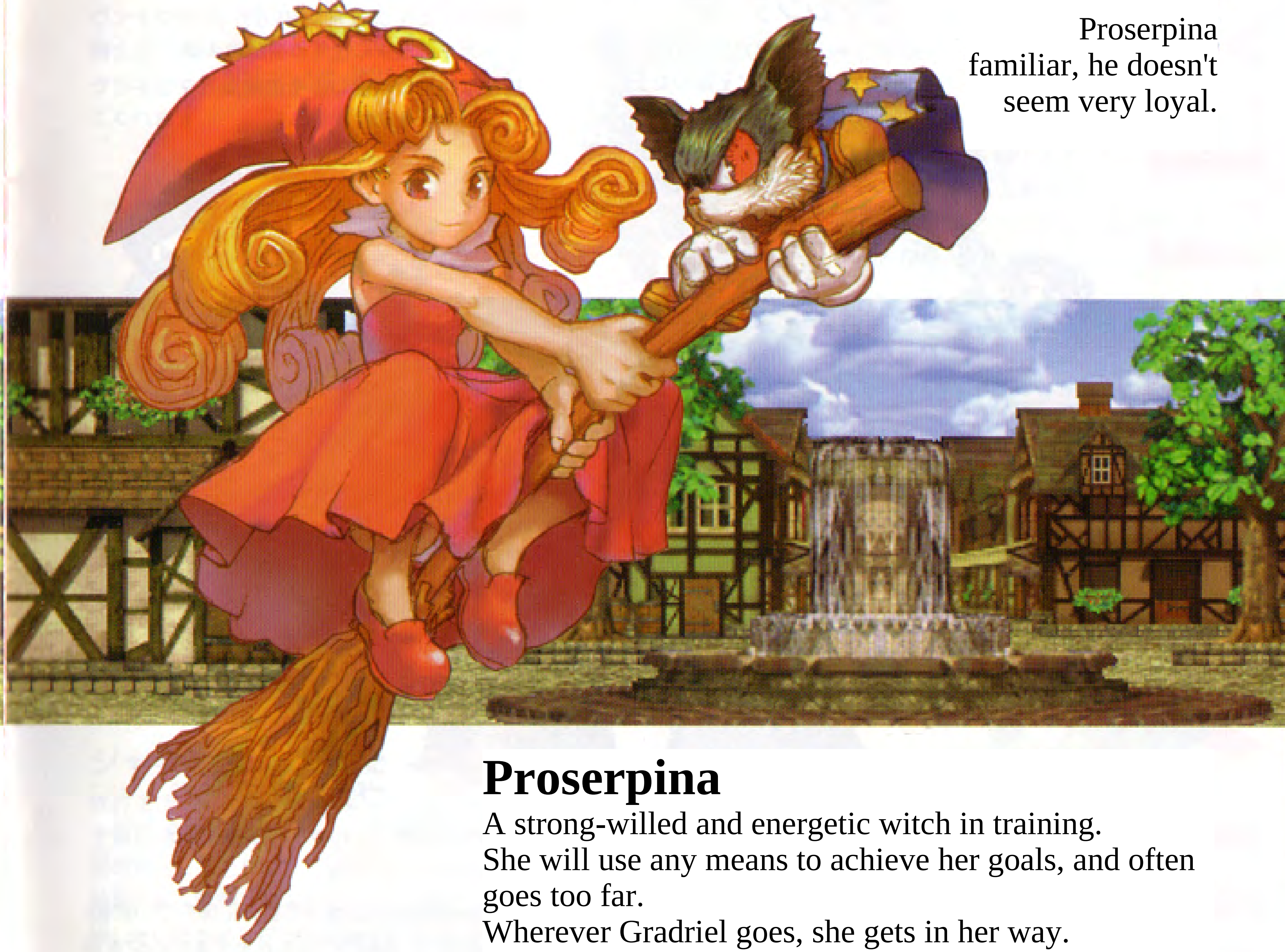


## Portgus Chrisford

A one-eyed, one-legged pirate known as the 'Sea's Outlaw.'
He acts flamboyant and cheerful, but beneath the surface, he harbors a dark past.
With his fencing sword, he slices through his enemies.

## Drake

Portgus' familiar, he helps him with courage and wisdom.



## Gabriel

Proserpina familiar, he doesn't seem very loyal.

## Proserpina

A strong-willed and energetic witch in training.
She will use any means to achieve her goals, and often goes too far.
Wherever Gradriel goes, she gets in her way.
With the magic passed down from her grandma, she challenges anyone she considers an enemy.

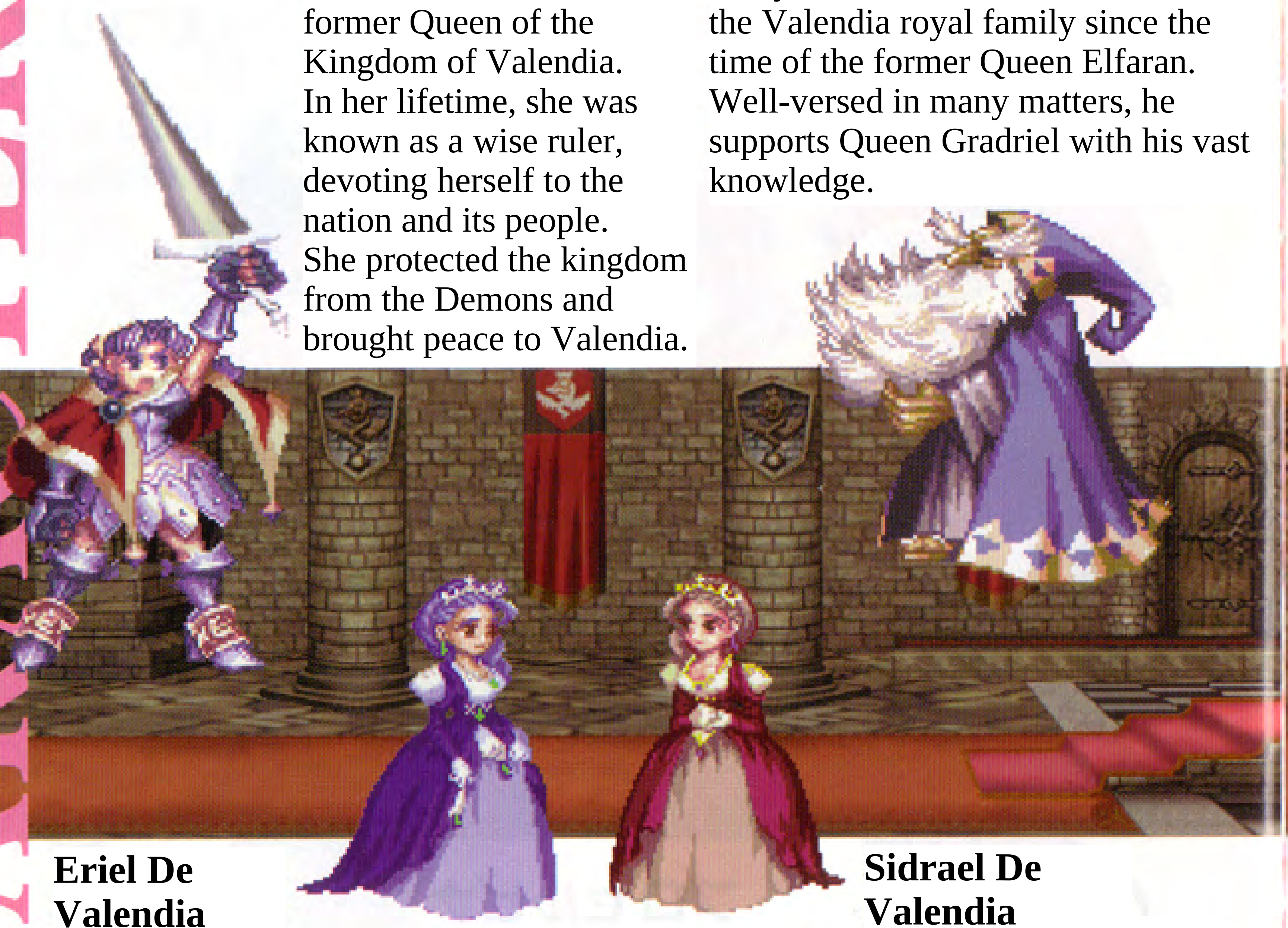
# CHARACTER

## Elfaran De Valendia

Mother of Gradriel and the former Queen of the Kingdom of Valendia.
In her lifetime, she was known as a wise ruler, devoting herself to the nation and its people.
She protected the kingdom from the Demons and brought peace to Valendia.

## Jestonai

A royal court scholar who has served the Valendia royal family since the time of the former Queen Elfaran.
Well-versed in many matters, he supports Queen Gradriel with his vast knowledge.



## Eriel De Valendia

The eldest daughter of the Valendia royal family, she has a deep heart and is always concerned about the kingdom and her younger sisters.
Particularly worried about her sickly twin sister, Sidrael, she is always reading books in search of a cure for her illness.

## Sidrael De Valendia

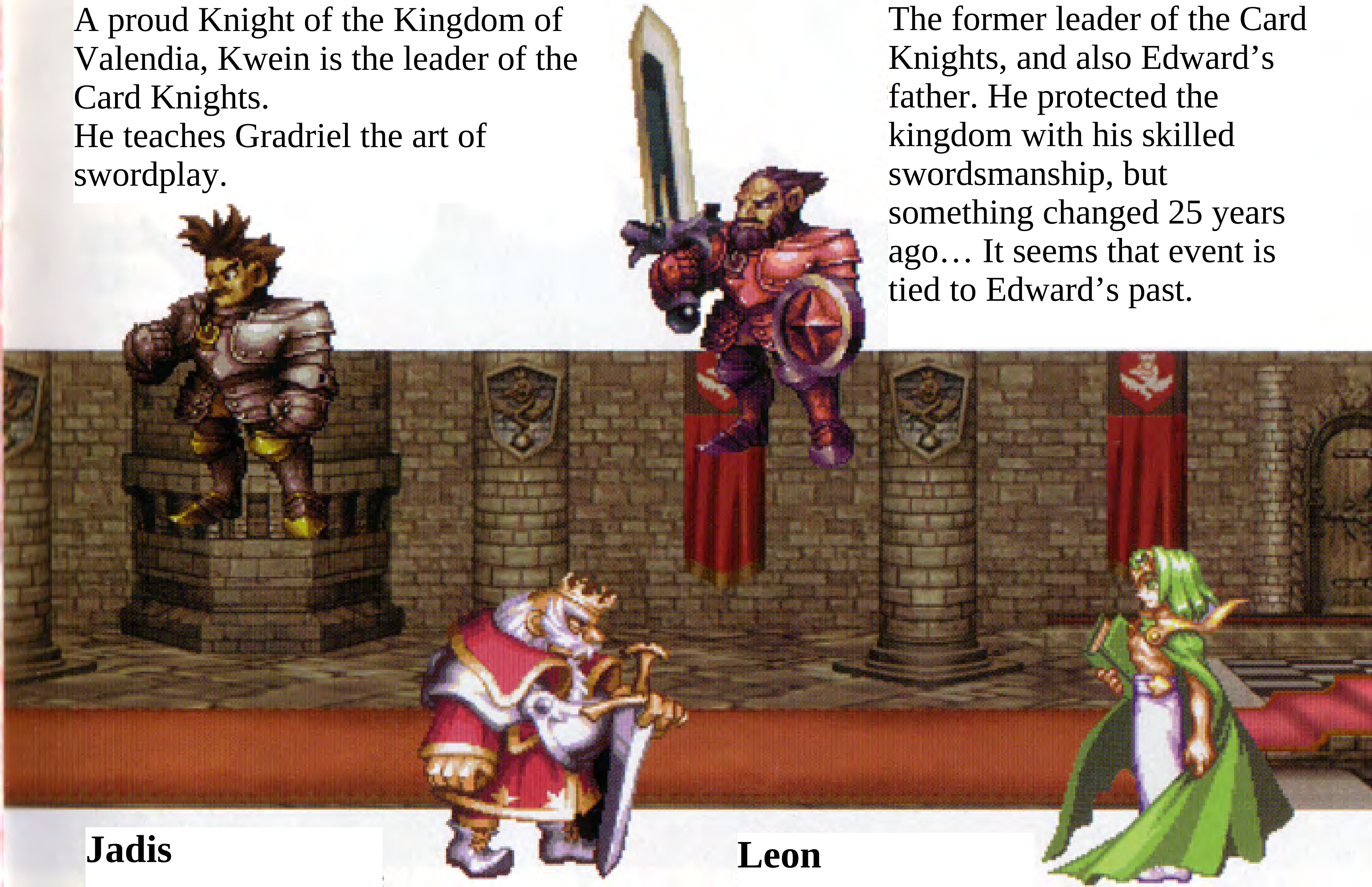
The second daughter of the Valendia royal family, Sidrael is Eriel's younger sister. She has been frail since childhood and dreams of escaping the castle to see the outside world.
She worries about causing concern to her sisters and Jestonai due to her health.

## Kwein

A proud Knight of the Kingdom of Valendia, Kwein is the leader of the Card Knights.
He teaches Gradriel the art of swordplay.

## Golgotha Glowstar

The former leader of the Card Knights, and also Edward's father. He protected the kingdom with his skilled swordsmanship, but something changed 25 years ago… It seems that event is tied to Edward's past.



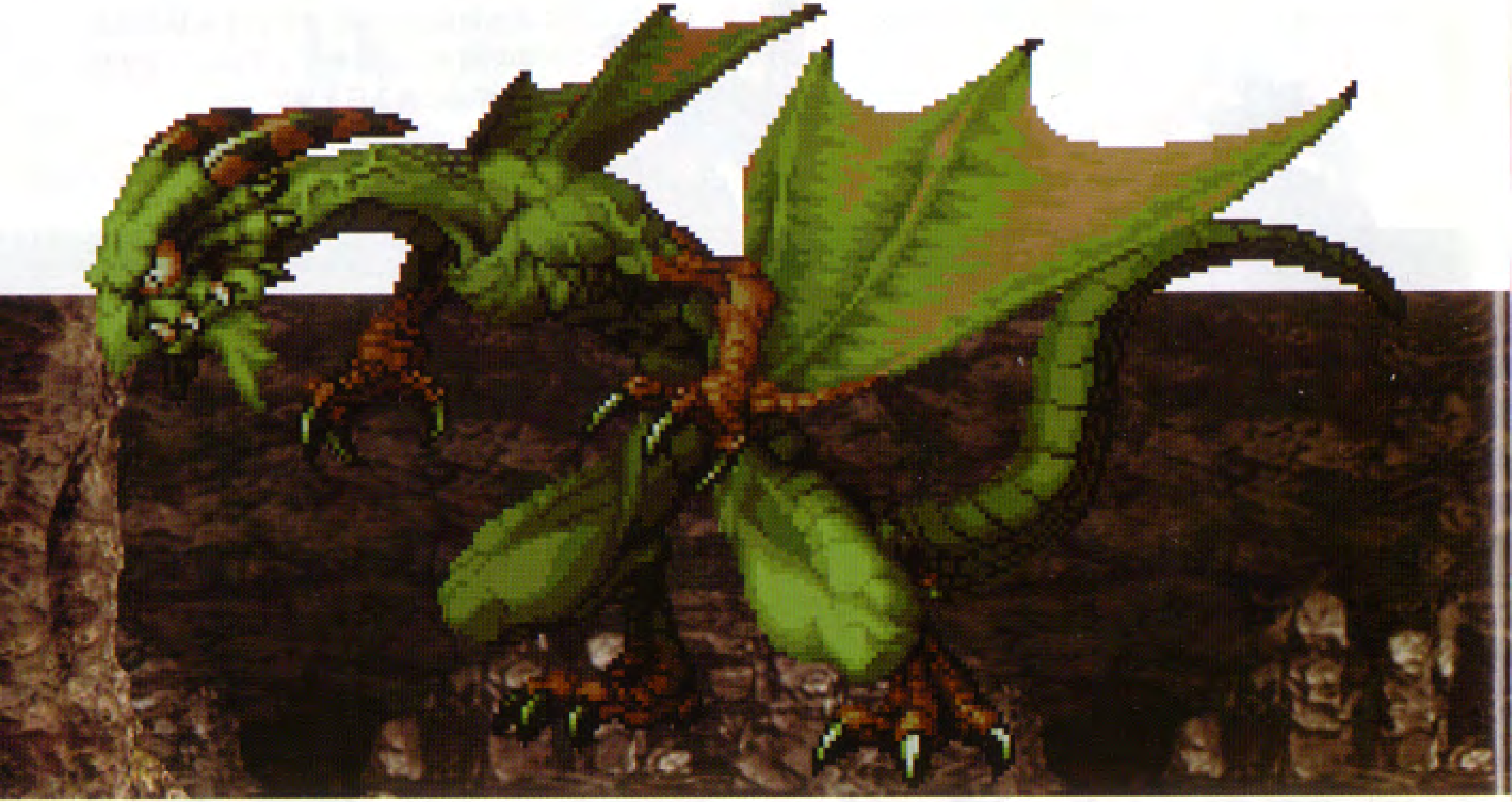
## Jadis

The King of the Volga Kingdom and Gradriel's grandfather.
He teaches the scriptures of the Goddess Gaia and has the trust of his people. Very skilled in martial arts, he is also known as the "Warrior King".

## Leon

A young wizard, he was among the first to sense the growing dark magical energy.
With a gentle demeanor and strict nature, he is well-liked by the villagers.

## ‹Mountain and Caves›



### DRAGON
ドラゴン

A monster regarded as the strongest creature on land.
Its flames are said to burn everything, and its wings can blow anything away.

## ‹Forest and Grasslands›

### OCHREJELLY
オーカージェリー

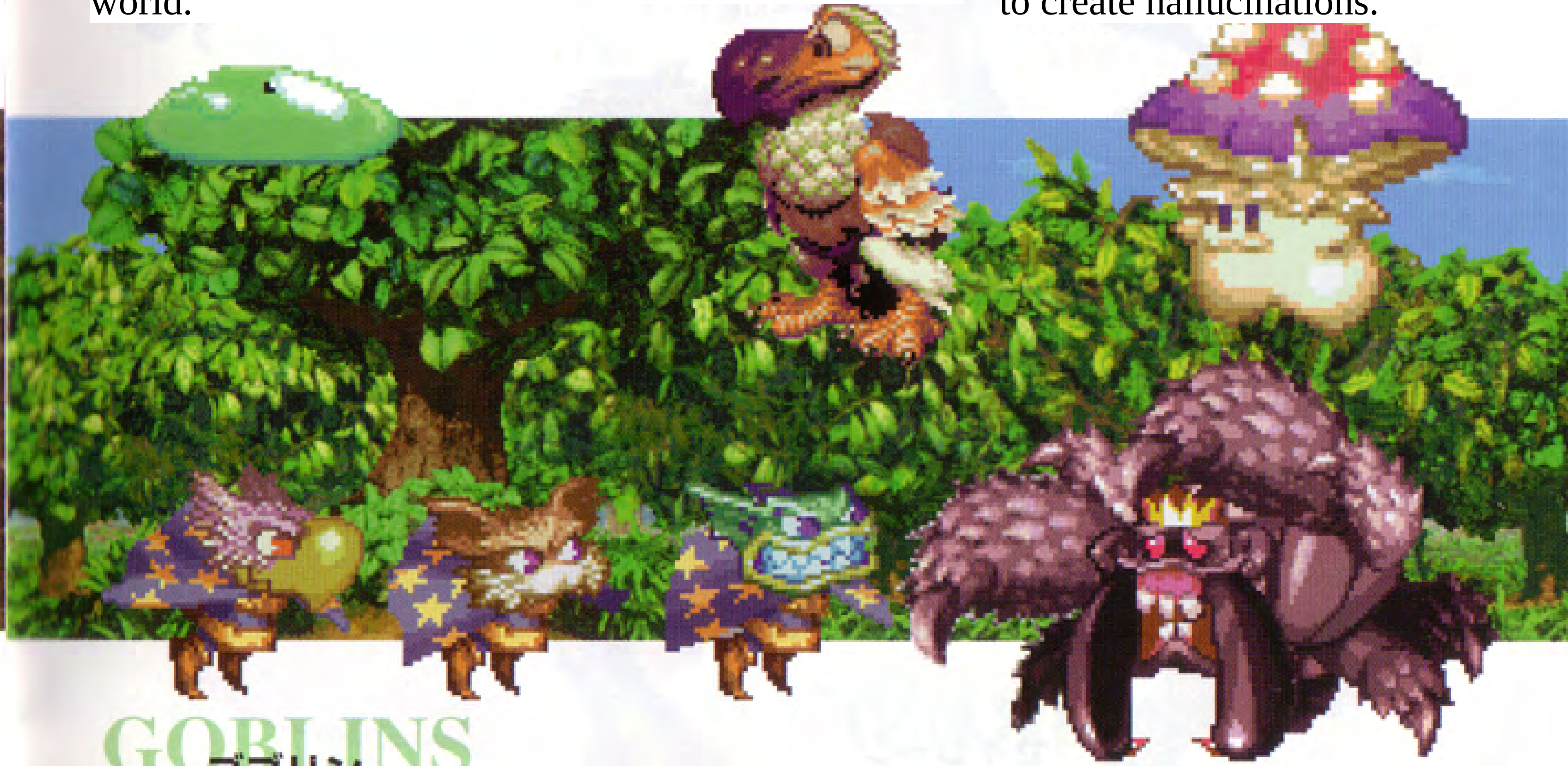
A monster that lives in various places all around the world.

### DOH DOH
ドードー

A wild bird that appears in forests and similar areas.

### MYCONID
マイコニッド

A mushroom monster skilled in using eerie voices to create hallucinations.



### GOBLINS
ゴブリン

A mischievous monster, typically attacking in groups of three.
Deep in the forest, they are said to live in a secret area known only to them.

### TARANTULA
タランチュラ

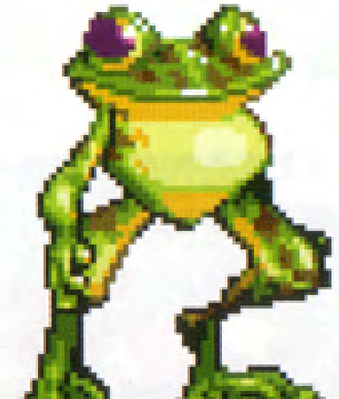
A giant spider that inhabits various parts of the world.
It attacks by grabbing its prey with its powerful legs.

# MONSTERS

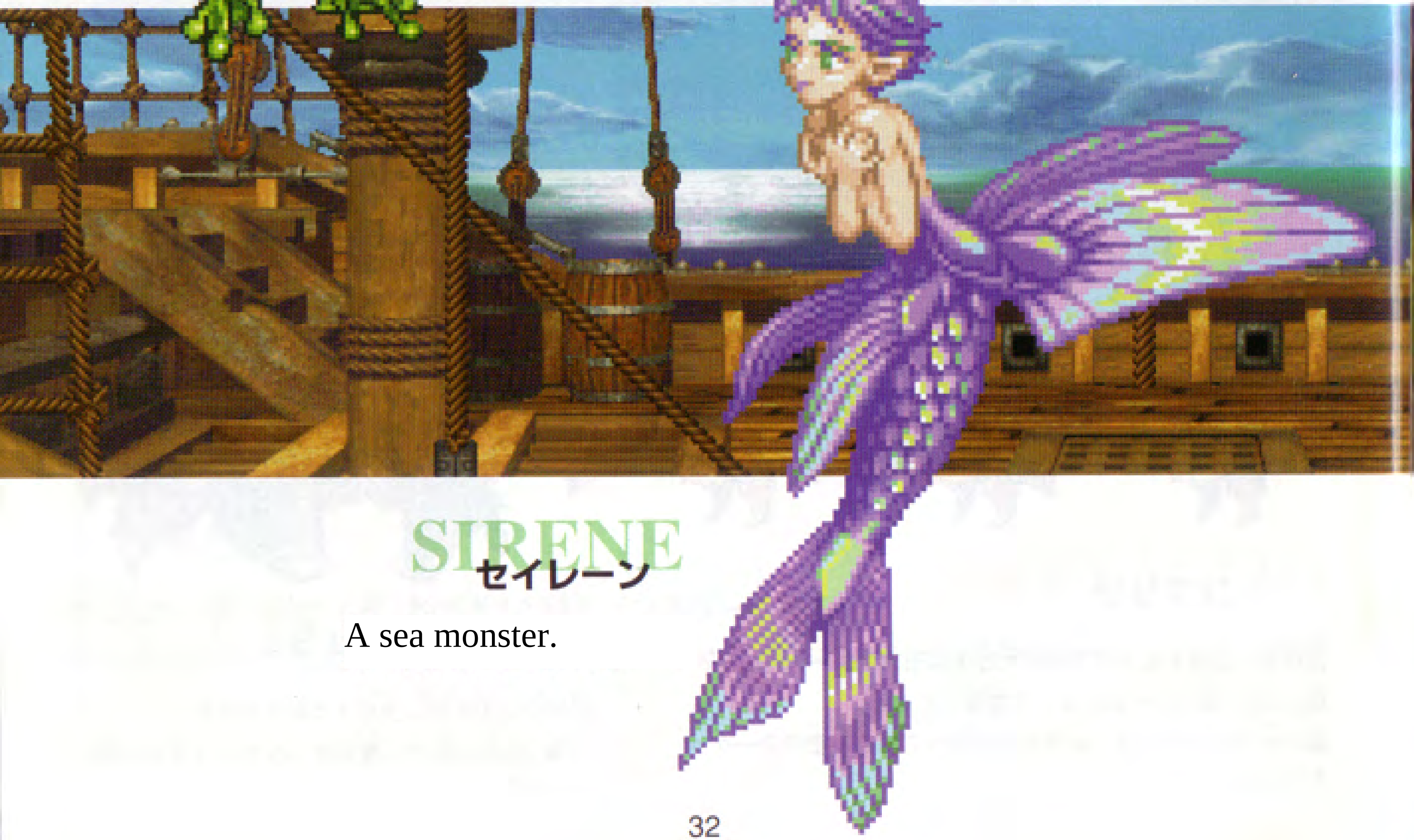
## 〈Lakes and seas〉

### FROGGER

**フロッガー**



An intelligent frog. Some of them are violent and use special magic to summon thunderstorms.



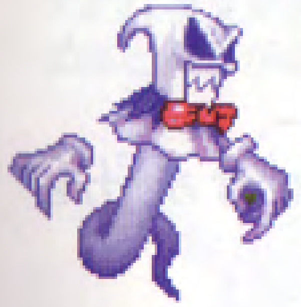
### SIRENE

**セイレーン**

A sea monster.

# MONSTERS

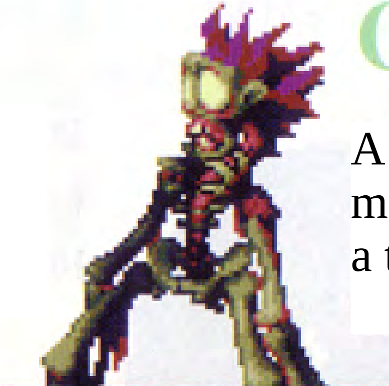
## 〈Graveyard〉



### GHOST

**ゴースト**

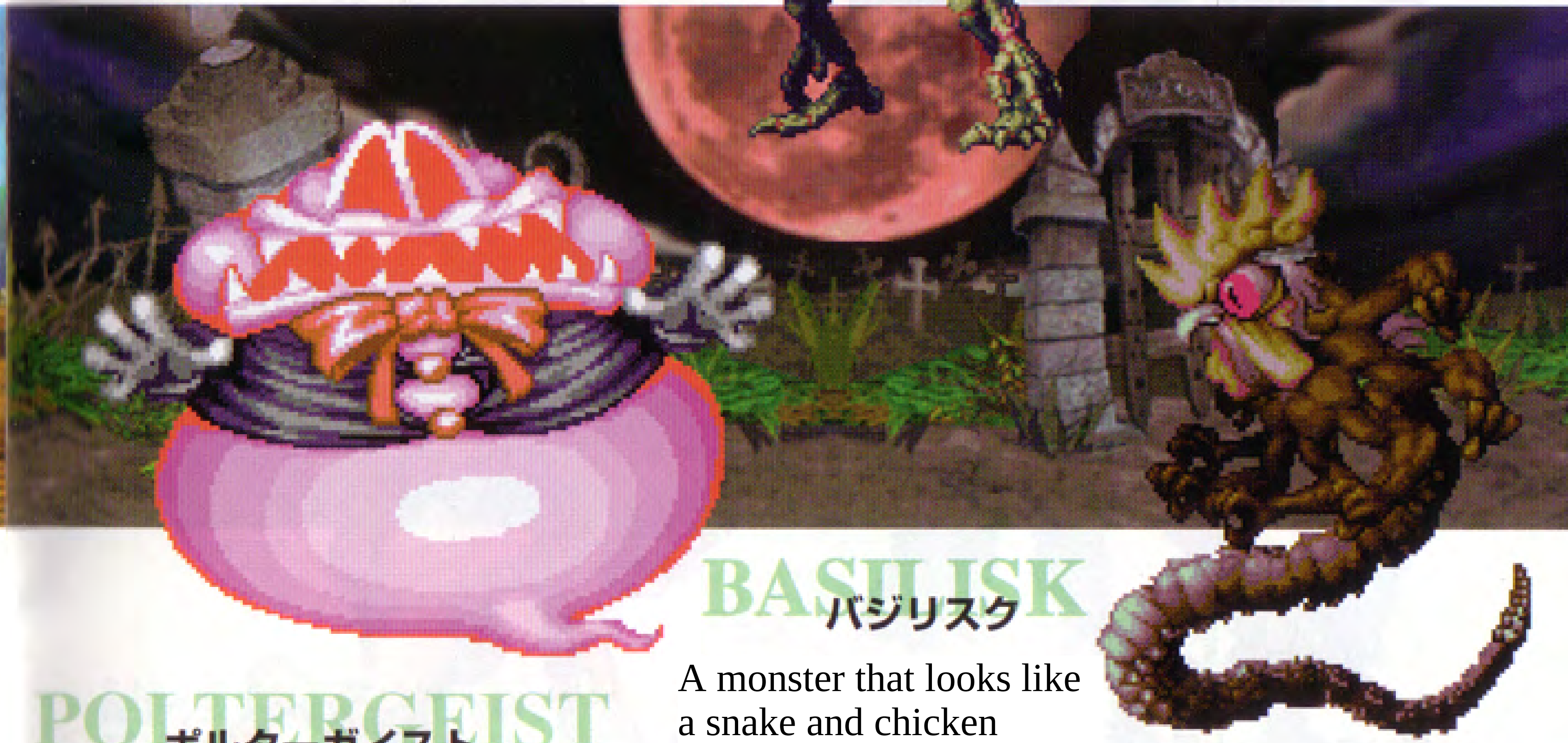
They attack the living in search of a body that will grant them peace.



### GHOUL

**グール**

A soulless being, revived by magical powers and given a temporary life.



### BASILISK

**バジリスク**

A monster that looks like a snake and chicken lurking in the soil. He specializes in fighting by firing lasers from his eyes.

### POLTERGEIST

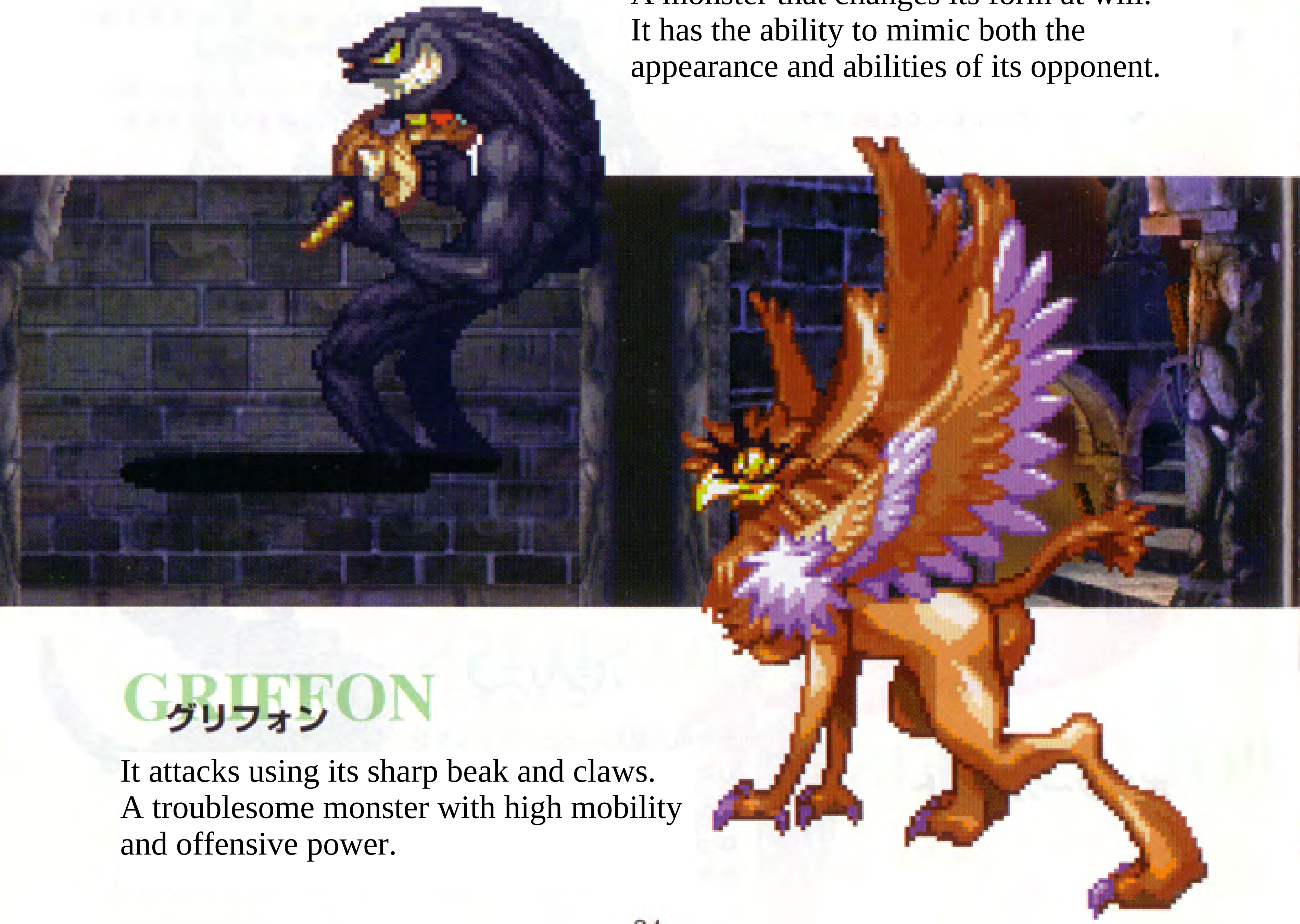
**ポルターガイスト**

# MONSTERS

## 〈 Other 〉

### DOPPELGANGER
ドッペルゲンガー

A monster that changes its form at will.
It has the ability to mimic both the appearance and abilities of its opponent.

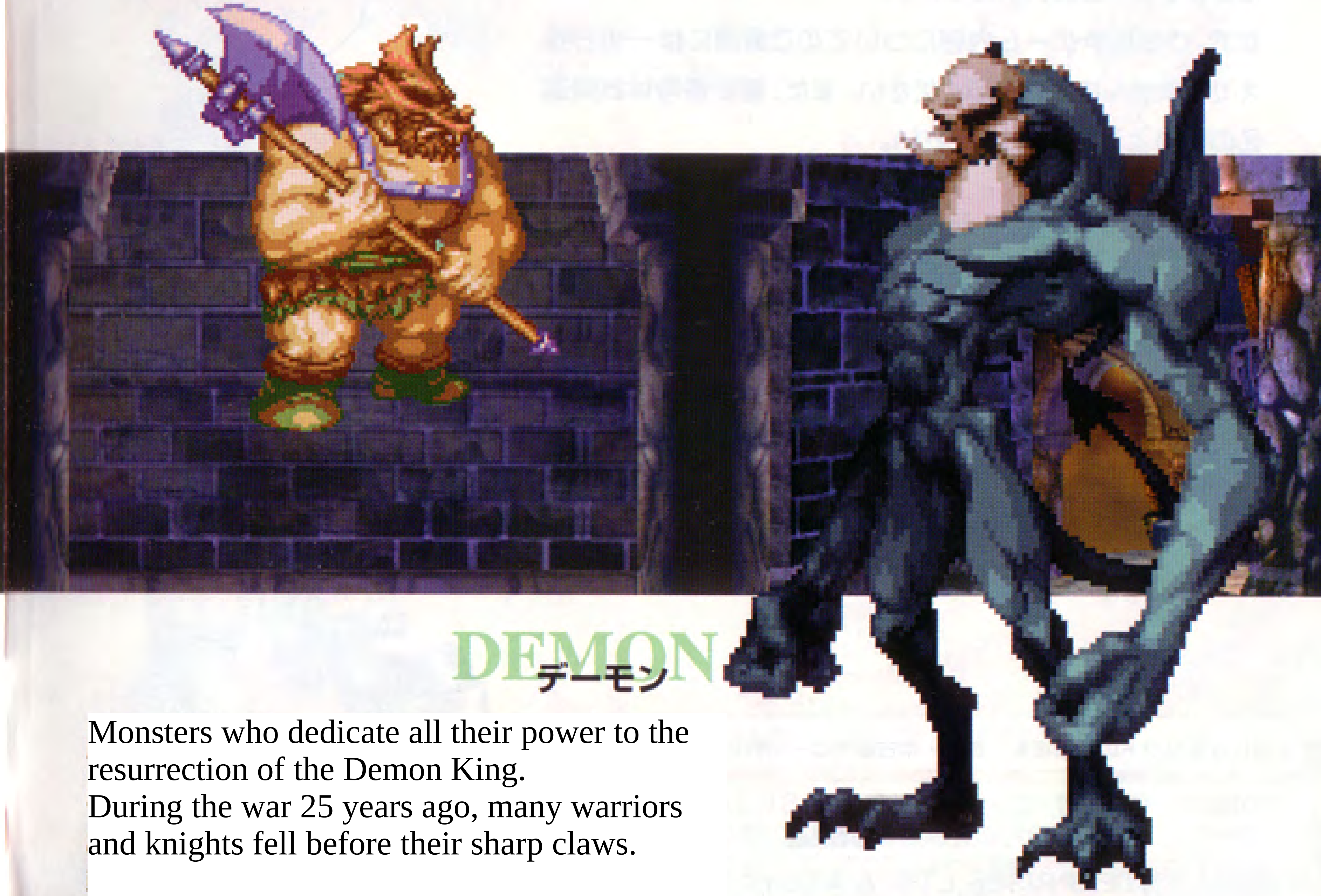


### GRIFFON
グリフォン

It attacks using its sharp beak and claws.
A troublesome monster with high mobility and offensive power.

### BARBARIAN
バーバリアン

A literal barbarian. Some may have once been warriors, but most have turned to a life of lawless, violent acts.



### DEMON
デーモン

Monsters who dedicate all their power to the resurrection of the Demon King.
During the war 25 years ago, many warriors and knights fell before their sharp claws.